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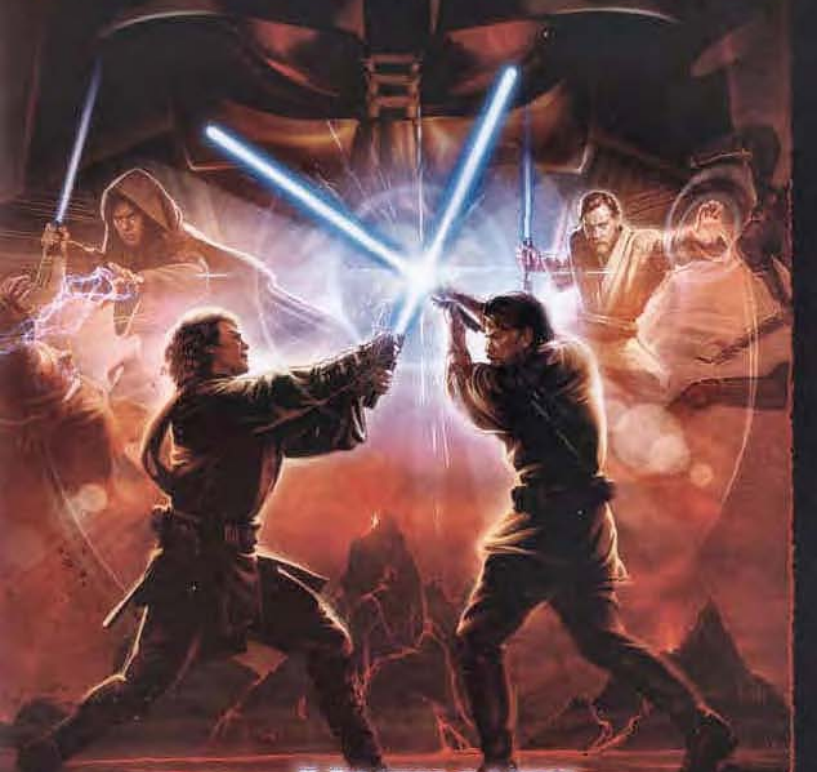
XBOX

STAR WARS
EPISODE III
REVENGE OF THE SITH™



THE ULTIMATE *JEDI* ACTION EXPERIENCE

TEEN
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CONTENT RATED BY ESRB

the collective

LUCAS arts

SAFETY INFORMATION

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rearprojection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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Introduction

The fires of the Clone Wars are burning throughout every corner of the galaxy. Guided by the Sith and under the direct leadership of Count Dooku, the Confederacy of Independent Systems has dealt one crippling blow after another to the Republic. Recalled from a battlefront in the Outer Rim, Obi-Wan Kenobi and Anakin Skywalker return to Coruscant to find the planet under siege. Seeking to drive the Republic into further chaos, the malicious cyborg General Grievous has infiltrated the capital and abducted Supreme Chancellor Palpatine. As the Separatist army flees Coruscant with its prize, Obi-Wan and Anakin lead an urgent rescue mission to free the captive Chancellor. The fate of the galaxy rides with them; failure could mean an end to the war... and to the Republic itself.

Controls

LEFT THUMBSTICK	MOVE / NAVIGATE MENUS
RIGHT THUMBSTICK	FORCE TARGET
A BUTTON	JUMP
X BUTTON	FAST ATTACK
Y BUTTON	STRONG ATTACK
B BUTTON	CRITICAL ATTACK / INTERACT WITH OBJECTS
LEFT TRIGGER	BLOCK / STRAFE
WHITE BUTTON	SABER THROW
RIGHT TRIGGER	PUSH / GRASP
BLACK BUTTON	STUN / LIGHTNING
BACK BUTTON	NOT USED
START BUTTON	PAUSE
DIRECTIONAL PAD	NAVIGATE MENUS

Note: All Controls mentioned in the manual refer to the default configuration.

Main Menu

Note: If no saved games have been made, the game will take you directly into the first Story Mission when you press the START Button. You must complete the first mission to save an initial profile (see Saving, page 7).

NEW GAME

First enter a name for the Save Game by navigating the Virtual Keyboard with the Directional Pad and confirming your selection with the A Button.

LOAD GAME

Allows you to load any Save Games previously created. You then have these options:

Single Player

After selecting this, you can choose between Story Missions (see page 13) and Bonus Missions (page 15).

Multiplayer

After selecting this, you can choose between Versus mode (page 16) and Cooperative mode (page 16).

SETTINGS

Select this to access the following options:

CONTROLLER

Choose from several preset Controller configurations.

DIFFICULTY

Choose between Easy, Normal (default), or Hard.

VOLUME

Music/Effects/Dialogue volumes can be adjusted independently.

SUBTITLES

Toggles subtitles on/off.

VIBRATION

Toggles controller vibration on/off.

CODES

Secret codes can be entered here to unlock special features.

RESTORE DEFAULTS

Restores all settings to the default configuration.

FEATURES

Accesses Concept Art, Replay in-game Movies, or view the Credits.

Game Screen

1 Hint Message Instructions on how to perform actions or objectives appear here.

2 Character Portrait This changes depending on which character you are controlling.

3 Force Meter This meter is depleted whenever you use Force Powers. It regenerates over time. You can fully replenish the Force Meter by picking up a Force Power Surge.

4 Health Meter This meter decreases as you take damage. Your mission ends when it is depleted. Health can be replenished by picking up Bacta tanks; run over one to pick it up. If your health is full, the tank will not be picked up. You can also replenish health by using Force Heal (see page 10). You can fully replenish your Health Meter by picking up a Health Surge.

5 Combat Rating Each time you defeat an enemy, the Combat Rating is displayed. Ratings are based on how much skill you have accumulated at the moment you defeat an enemy.

6 Skill Meter This meter measures your skill as a Jedi in combat. You gain experience bonuses depending on how high your Skill Meter is. Additionally, when the meter is full, you gain a temporary power increase. For more information see Skill, page 14.

7 Object Interaction Icon If you are near an object that can be interacted with, an icon of a hand appears above the Skill Meter. For some objects, you may need to press and hold the B Button or the Right Trigger to perform an action.

8 Experience Bar The blue bar beneath the Character Portrait tracks the amount of experience you gain throughout the level. You will be notified if you have reached the experience point limit for a particular level. After that, the bar will not increase.

9 Subtitles These only appear if you have subtitles toggled on (default setting is off).

10 R2-D2 Progress Meter Sometimes R2-D2 will need to perform a task so you can progress. This meter shows how close he is to completing his task.

Pause Screen

Press the START Button to pause. Here you have the following options:

Continue: Exit pause mode.

Objectives: Displays objectives for the current mission.

Combat Chart: Review how each action and combo attack is executed. The chart shows moves that can be unlocked by spending Experience Points. Not all moves are listed in the Combat Chart; experiment to find additional combos.

Settings: Change the controller configuration and adjust the same settings available in the Main Menu.

Restart Mission: Start the current mission from the beginning.

Quit Mission: End the current mission and return to the level select screen.

Saving

The game auto-saves whenever you complete a mission or change your settings. Note: at least 6 blocks of free space is required to save all data.

The Art of Jedi Combat

To succeed in combat, a Jedi must master mind, body, and saber. Below is a sampling of the many Combat Moves and Force Powers. For a complete list, refer to the Combat Chart in the in-game pause menu. More powerful moves can be unlocked by spending Experience Points at the end of a mission. For more information see Experience, page 13.

The two Jedi heroes have distinct styles of combat: Obi-Wan relies more on speed and agility, while Anakin relies on strength and power.

Anakin is more brash, powerful and sometimes a little out of control. His moves involve more complex spins and saber twirls. Anakin's upgraded attacks become even more aggressive as he is consumed by the Dark side. Obi-Wan relies on a more simple and straightforward saber fighting style. He doesn't have the raw power of Anakin, so he must be more precise with his attacks and less showy.

BASIC MOVES

Note: These controls apply to the default configuration.

SABER STRIKES The X, B, and Y Buttons each perform basic Saber attacks. Press the X Button for a fast attack with not much power, the B Button for a slow but potentially lethal attack, and the Y Button for a balance of speed and power.

BLOCK As a Jedi with the ability to predict incoming blaster fire, you will automatically deflect some enemy shots. However, to deal with more powerful close range attacks, hold the Left Trigger to block. This will also completely repel weaker blaster bolts.

STRAFE While blocking, you will automatically face the most immediate threat. By moving the Left Thumbstick you can strafe around the enemy.

COMBO ATTACKS

Experiment with various combinations of the attack buttons and movements to execute combination attacks. Here are some of the initial combos that Anakin can perform:

STANDING RAPID SLASH COMBO	X,X,X
STANDING RAPID BACK STRIKE	X,X,Y
STANDING RAPID JUNG SLASH	X,Y,Y
RAPID SLASH COMBO	Move the Left Thumbstick toward enemy and press X,X,X

FORCE POWERS

Force powers will affect enemies or certain objects that you are facing or targeting. To target a specific enemy, simply move the Right Thumbstick in the direction of the enemy or object you want to affect. A blue glow will surround your selected target. Moving the Right Thumbstick in a different direction will change the target. The Force Powers can be upgraded to improve the range, power, and number of enemies affected by each of them.

FORCE PUSH
Quickly pull the Right Trigger to perform a Force Push. A wide wave of energy knocks back multiple enemies and causes damage.

FORCE GRASP
Pull the Right Trigger to lift the target into the air, and press the Left Thumbstick in the direction you want to throw it, then release the Right Trigger. You can throw enemies or objects around you. The target takes damage, along with any enemies it hits.

FORCE STUN/LIGHTNING
Press and hold the Black Button to stun several droids (if they are clustered together). After a moment of concentration, and after enough Force Power is used, the droid(s) will remain stunned for a short time and you can finish them off or deal with other threats. If the Black Button is not held down long enough, the target will not remain stunned. If used on weak-minded humanoids, they are tricked into fighting for you for a short duration.

Eventually Anakin gains the Force Lightning ability, which replaces Force Stun. Press and hold the Black Button to electrocute enemies, effectively stunning them and doing continuous damage. You can continue to send bolts until the enemy is defeated or your Force Meter runs out.

SABER THROW
Press the White Button to throw your lightsaber, damaging all enemies and objects in its path. The longer you hold down the White Button, the farther your lightsaber will fly. The lightsaber automatically returns to you after making a curved flight arc. This ability can also be used to destroy objects that would normally be out of reach.

FORCE HEAL
Click and hold both thumbsticks to heal yourself using the Force. This ability uses a lot of Force Power and will drain the meter very quickly, so use it wisely.

FORCE SPEED
Move the Left Thumbstick twice in any direction to receive a temporary speed boost. While using Force Speed perform combos to create powerful attacks. This Force Power cannot be upgraded.

FORCE ACTION ICONS

FORCE JUMP ICON
When a player can use the Force to enhance his jump to gain access to further areas of a level, a glowing icon will appear on the ground. Press and hold the A button and then release it to activate the Force Jump. The player will land at a specified location.

FORCE FOCUS ICON
At times throughout the game, you will need to use the Force to dramatically alter the environment to progress through a level. A glowing icon appears on the floor to highlight these situations. Pull and hold the Right Trigger and then release it to activate the Force Focus Event. The player will be rewarded with remarkable feats of Jedi power.

Advanced Moves

When facing other Jedi, you will need to be quick and clever to succeed. Master these maneuvers to dominate your opponents.

BREAKING GRAPPLES
You can break Grapples by pressing the X and Y Buttons simultaneously at the very beginning of the Grapple.

BREAKING OUT OF STUNS
When hit by Force Stun you can break out by quickly pressing the X and Y Buttons simultaneously.

UNIVERSAL LAUNCHER
Move the Left Thumbstick toward your opponent and press the Y Button as the third part of a three-hit combo to *launch* your opponent into the air, where you can follow up with more attacks.

JUMP FOLLOW-UP
After performing the Universal Launcher, press the A Button to jump into the air after the enemy to score a free attack before the enemy can perform an Air Tech Escape.

AIR TECH ESCAPE
If you are hit by a Universal Launcher, you can escape a Jump Follow-up attack by pressing the A Button in the air.

CRITICAL LUNGE STRIKE
When an enemy is at critical health, press the B Button to perform an unblockable attack that will quickly dispatch your foe.

GET-UP ATTACKS
While lying on the ground, you can keep enemies from attacking by pressing the X or Y Button.

OFFENSIVE SHUNT
Move the Left Thumbstick toward your opponent and pull the Left Trigger to shunt (parry) a lightsaber attack, then quickly press the X or Y Button to perform a follow-up attack.

OFFENSIVE COUNTER SHUNTS
If your opponent traps you with an Offensive Shunt, you can escape his follow-up attack. As the shunt begins, press the same attack button that you think he will use.

TRAP SHUNT
While blocking, press the X and Y Buttons simultaneously just before being struck by a lightsaber. Note: Trap Shunts can't be countered.

SABER LOCK
Occurs when two strong attacks collide at the same time. Rapidly press the X and Y Buttons simultaneously for maximum pushing power.

PERFECT DEFLECTION
You can deflect blaster bolts back at the enemy for increased damage by pulling the Left Trigger at the moment a bolt hits you.

STORY MISSIONS

Story Missions follow the story of Anakin Skywalker and Obi-Wan Kenobi as they attempt to save the Republic from falling into chaos. Gain Experience and increase your Jedi powers as you unravel the Sith plot for galactic domination.

EXPERIENCE
When you defeat an enemy you gain an Experience Point bonus based upon your Skill meter. The more Skill you have built up, the bigger the bonus. For more information see Skill, page 14.

Upon completion of a Story Mission, the Mission Rewards screen summarizes your performance, displaying Experience Points gained, and the number of secrets found. The character's status as a Jedi is shown in the upper right corner. As you gain experience you will progress from a Jedi, to a Jedi Knight, to a Jedi Master.

After reviewing your achievements, you are taken to the upgrading screen. Here you can spend your Experience Points to increase the effect of your Force Powers, or unlock new moves. Press the A and B Buttons to page forward and back between Force Powers or Combat Skills at the top of the list, and then scroll down to highlight individual powers or combat groups. Press left and right on the directional pad to add or remove Experience Points for abilities.

All abilities have three levels of advancement. The experience meter to the right must be filled for each increase in power. Partially filling a meter will not affect an ability's power.

When selecting Combat Skills, press the X Button to see the details

for each group. The level of enhancement required to unlock moves is displayed alongside. Press the X Button again to return to the Combat Skills list.

SKILL

Skill accumulates in the curved meter above your character's portrait. Skill builds up when you attack an enemy. You gain Skill even if the enemy blocks your attack, but at a reduced rate. You lose Skill if you don't attack anything for several seconds, take damage, or block attacks. So the best way to build Skill is to be on the offensive as much as possible. The Combat Rating is based on how much Skill you have when you defeat an enemy:

- Low Skill achieves a Fair rating and no Experience Bonus.
- Medium Skill achieves a Good rating and a 150% Experience Bonus.
- High Skill achieves an Impressive rating and a 200% Experience Bonus.

If you manage to fill the Skill meter completely you will have proven that the Force is with you. For a short time you will do increased damage and no enemies can block your attacks. In addition, all enemies destroyed gain the Masterful rating and earn a 300% Experience Bonus. Picking up a Saber Crystal will automatically fill your Skill meter and produce the same bonus.

CONTEXTUAL ACTIONS

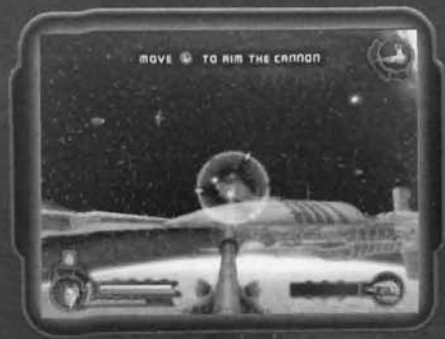
At certain points in Story Missions, you may need to perform a special action to overcome obstacles. A hint message will appear at the top of the screen indicating how to perform the action.

LIGHTSABER CUTTING AND PLUNGING

Doors and panels through-out the game can be cut open using your lightsaber. To do this press and hold the B Button while moving the Left Thumbstick in the direction of the cut. Once successful, your character will remove the door or panel to gain access to what is behind. You can destroy some doors by plunging your lightsaber into its center and melting it. This action is controlled the same as the Saber Cut.

BLASTER CANNONS

At certain points in the game you will have to man a blaster cannon to proceed. Press the B Button to jump into the gunner seat. Aim the cannon with the Left Thumbstick. Press and hold the X Button or the Right Trigger for low power, fast firing shots. Press the Y Button or pull and hold the Left Trigger to fire a single charged up shot. Both types of shots cause heat to build up in the cannon. The heat meter is located in the lower right corner of the screen. If the meter gets close to full the cannon will overheat and will not be able to fire for a few seconds as it cools off. The cannon does not protect you from taking damage.



BONUS MISSIONS

Bonus Missions are unlocked when certain Story Missions are completed. In Bonus Missions, you take on the role of different characters and are thrown into an arena where waves of enemies attack constantly. The object may be to last as long as you can, or to defeat a certain number of enemies. When the mission is over, a screen displays time elapsed and the number of kills.

Multiplayer

VERSUS MODE

Two players battle head-to-head, or one player versus a computer-controlled opponent, to prove who has mastery of the Jedi arts. Select your character, choose an arena, set the number of rounds, and fight for bragging rights.

COOPERATIVE MODE

This mode works like Single Player Bonus Missions, but two players work together (or one player and a computer-controlled teammate). Be careful! The mission ends if only one of you falls.

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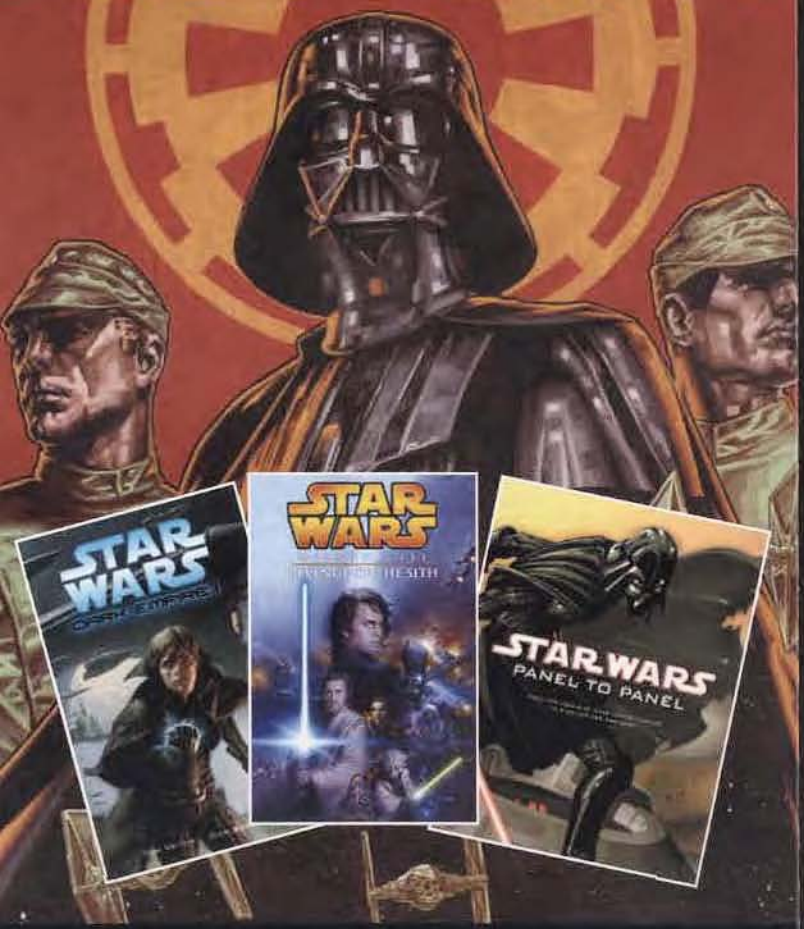

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